AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1	 (Currently Amended) A method for reducing the overhead an
2	overhead involved in executing native code methods in an application running on
3	a virtual machine, comprising:
4	selecting a call to any native code method to be optimized within the
5	virtual machine;
6	decompiling at least part of the selected native code method for the
7	selected call into an intermediate representation, wherein an intermediate
8	representation includes a set of instruction code which is not in final executable
9	form;
10	obtaining an intermediate representation associated with the application
11	running on the virtual machine which interacts with the selected native code
12	method for the selected call;
13	integrating the intermediate representation for the selected-native code
14	method $\underline{\text{for the selected call}}$ into the intermediate representation associated with
15	the application running on the virtual machine to form an integrated intermediate
16	representation; and
17	generating native a native code from the integrated intermediate
18	representation, wherein the native code generation process optimizes $\underline{generating}$
19	the native code from the integrated intermediate representation involves
20	optimizing interactions between the application running on the virtual machine
21	and the selected-native code method for the selected call, wherein optimizing the
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- interactions involves optimizing calls from the application to the selected-native code method for the selected call by using additional information from the
- 24 integrated intermediate representation to reduce the number-a number of indirect
- 25 calls and indirect references associated with the calls from the application to the
- 26 selected-native code method for the selected call.
- 1 2. (Currently Amended) The method of claim 1, wherein selecting 2 the call to any native code method involves selecting the call based upon at least 3 one of:
- 4 the execution an execution frequency of the call; and
- the overhead-an overhead involved in performing the call to the selected

 mative code method-as compared against the amount an amount of work
- 7 performed by the selected-native code method for the call.
- 3 (Canceled).

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- (Currently Amended) The method of claim 1, wherein optimizing
 interactions between the application running on the virtual machine and the
 selected-native code method for the selected call involves optimizing callbacks by
 the selected-native code method for the selected call into the virtual machine.
- (Currently Amended) The method of claim 4, wherein optimizing callbacks by the selected-native code method for the selected call into the virtual machine involves optimizing callbacks that access heap objects within the virtual machine
- 1 6. (Currently Amended) The method of claim 4, wherein the virtual
 2 machine is a platform-independent virtual machine; and

1	wherein integrating the intermediate representation for the selected-native
2	code method for the selected call with the intermediate representation associated
3	with the application running on the virtual machine involves integrating calls
4	provided by an interface for accessing native code into the selected-native code
5	method for the selected call.

- 1 7. (Original) The method of claim 1, wherein obtaining the 2 intermediate representation associated with the application running on the virtual 3 machine involves recompiling a corresponding portion of the application.
- 1 8. (Original) The method of claim 1, wherein obtaining the
 2 intermediate representation associated the application running on the virtual
 3 machine involves accessing a previously generated intermediate representation
 4 associated with the application running on the virtual machine.
- 9. (Currently Amended) The method of claim 1, wherein prior to
 decompiling the selected native code method for the selected call, the method
 further comprises setting up a context for the decompilation by:
 determining a signature of the eall to the selected native code method; and
 selected call; and
 determining a mapping from arguments of the selected call to
 corresponding locations in a native application binary interface (ABI).
- 1 10. (Currently Amended) A computer-readable storage device storing
 2 instructions that when executed by a computer cause the computer to perform a
 3 method for reducing the overhead involved in executing native code
 4 methods in an application running on a virtual machine, the method comprising:

5	selecting a call to any native code method to be optimized within the
6	virtual machine;
7	decompiling at least part of the selected-native code method for the
8	selected call into an intermediate representation, wherein an intermediate
9	representation includes a set of instruction code which is not in final executable
10	form;
11	obtaining an intermediate representation associated with the application
12	running on the virtual machine which interacts with the selected-native code
13	method for the selected call;
14	integrating the intermediate representation for the selected-native code
15	method for the selected call into the intermediate representation associated with
16	the application running on the virtual machine to form an integrated intermediate
17	representation; and
18	generating native a native code from the integrated intermediate
19	representation, wherein the native code generation process optimizes generating
20	the native code from the integrated intermediate representation involves
21	optimizing interactions between the application running on the virtual machine
22	and the selected native code method for the selected call, wherein optimizing the
23	interactions involves optimizing calls from the application to the selected-native
24	code method for the selected call by using additional information from the
25	integrated intermediate representation to reduce the number-a number of indirect
26	calls and indirect references associated with the calls from the application to the
27	selected native code method for the selected call.

11. (Currently Amended) The computer-readable storage device of claim 10, wherein selecting the call to any native code method involves selecting the call based upon at least one of:

the execution an execution frequency of the call; and

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- 5 the overhead an overhead involved in performing the call to the selected 6 native code method as compared against the amount an amount of work 7 performed by the selected native code method for the call.
- 1 12 (Canceled).

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- 13. (Currently Amended) The computer-readable storage device of 2 claim 10, wherein optimizing interactions between the application running on the 3 virtual machine and the selected native code method for the selected call involves ontimizing callbacks by the selected native code method for the selected call into 4 5 the virtual machine
- 14. (Currently Amended) The computer-readable storage device of 2 claim 13, wherein optimizing callbacks by the selected native code method for the 3 selected call into the virtual machine involves optimizing callbacks that access 4 heap objects within the virtual machine.

(Currently Amended) The computer-readable storage device of

- 2 claim 13 3 wherein the virtual machine is a platform-independent virtual machine; 4 and 5 wherein integrting integrating the intermediate representation for the 6 selected native code method for the selected call with the intermediate representation associated with the application running on the virtual machine 7
- involves integrating calls provided by an interface for accessing native code into 8 the selected native code method for the selected call.

1	16. (Previously presented) The computer-readable storage device of
2	claim 10, wherein obtaining the intermediate representation associated with the
3	application running on the virtual machine involves recompiling a corresponding
4	portion of the application.
1	17. (Previously presented) The computer-readable storage device of
1	17. (Fleviously presented) The computer-readable storage device of
2	claim 10, wherein obtaining the intermediate representation associated with the
3	application running on the virtual machine involves accessing a previously
4	generated intermediate representation associated with the application running on
5	the virtual machine.
1	18. (Currently Amended) The computer-readable storage device of
2	claim 10, wherein prior to decompiling the selected-native code method for the
3	selected call, the method further comprises setting up a context for the

- 4 decompilation by: determining a signature of the eall to the selected native code method; 5 6 andselected call; and
- determining a mapping from arguments of the selected call to 7 corresponding locations in a native application binary interface (ABI).
- 19-27. (Cancelled) 1

(Currently Amended) A method for reducing the overhead an 28. 2 overhead involved in executing native code methods in an application running on 3 a virtual machine, comprising: 4 deciding to optimize a callback by any native code method into the virtual 5 machine:

6	decompiling at least part of the selected-native code method for the
7	callback into an intermediate representation, wherein an intermediate
8	representation includes a set of instruction code which is not in final executable
9	form;
10	obtaining an intermediate representation associated with the application
11	running on the virtual machine which interacts with the selected native code
12	method for the callback;
13	integrating the intermediate representation for the selected native code
14	method $\underline{\text{for the callback}}$ into the intermediate representation associated with the
15	application running on the virtual machine to form an integrated intermediate
16	representation; and
17	generating native a native code from the integrated intermediate
18	representation, wherein the native code generation process optimizes the callback
19	by any native code method into the virtual machine, generating the native code
20	from the integrated intermediate representation involves optimizing the callback
21	wherein optimizing the callback involves optimizing calls from the selected
22	native code method for the callback to the application by using additional
23	information from the integrated intermediate representation to reduce the number
24	a number of indirect calls and indirect references associated with the calls from
25	the selected-native code method for the callback to the application.

(Currently Amended) The method of claim 28, wherein the native 29. code generation process also optimizes calls to the selected native code method by the application, generating the native code from the integrated intermediate 3 4 representation also involves optimizing calls by the application to the native code method for the callback. 5

1	30. (Previously Presented) The method of claim 28, wherein
2	optimizing the callback by any native code method into the virtual machine
3	involves optimizing a callback that accesses a heap object within the virtual
4	machine.
1	31. (Currently Amended) The method of claim 28,
2	wherein the virtual machine is a platform-independent virtual machine;
3	and
4	wherein integrating the intermediate representation for the selected-native
5	code method for the callback with the intermediate representation associated with
6	the application running on the virtual machine involves integrating calls provided
7	by an interface for accessing native code into the selected native code method for
8	the callback.
1	32. (Currently amended) A computer-readable storage device storing
2	instructions that when executed by a computer cause the computer to perform a
3	method for reducing the overhead an overhead involved in executing native code
4	methods in an application running on a virtual machine, the method comprising:
5	deciding to optimize a callback by any native code method into the virtua
6	machine;
7	decompiling at least part of the selected-native code method for the
8	callback into an intermediate representation, wherein an intermediate
9	representation includes a set of instruction code which is not in final executable
10	form;
11	obtaining an intermediate representation associated with the application
12	running on the virtual machine which interacts with the selected-native code

method for the callback;

14	integrating the intermediate representation for the selected-native code
15	method for the callback into the intermediate representation associated with the
16	application running on the virtual machine to form an integrated intermediate
17	representation; and
18	generating native a native code from the combined integrated intermediate
19	representation, wherein the native code generation process optimizes the callback
20	by any native code method into the virtual machine, generating the native code
21	$\underline{from\ the\ integrated\ intermediate\ representation\ involves\ optimizing\ the\ callback,}$
22	wherein optimizing the callback involves optimizing calls from the selected
23	native code method for the callback to the application by using additional
24	information from the integrated intermediate representation to reduce the number
25	a number of indirect calls and indirect references associated with the calls from

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33. (Currently Amended) The computer-readable storage device of claim 32, wherein the native code generation process also optimizes calls to the selected native code method by the application, generating the native code from the integrated intermediate representation also involves optimizing calls by the application to the native code method for the callback.

the selected native code method for the callback to the application.

- 34 (Previously Presented) The computer-readable storage device of claim 32, wherein optimizing the callback by any native code method into the virtual machine involves optimizing a callback that accesses a heap object within the virtual machine.
- 35. (Currently Amended) The computer-readable storage device of 2 claim 32, wherein the virtual machine is a platform-independent virtual machine; 3 and

- 4 wherein integrating the intermediate representation for the selected-native
- 5 code method <u>for the callback</u> with the intermediate representation associated with
- 6 the application running on the virtual machine involves integrating calls provided
- 7 by an interface for accessing native code into the selected-native code method for
- 8 the callback.
- 1 36-39. (Canceled)